

ODORDODO



4 years upwards



2-4



Contents: 24 'house' cards, 16 blue counters, 10 orange 'Dodo' cards



Object: To be the first to win five counters.



How to play:

Place the 24 large house cards on the table, face up. Players then nominate one player to lead the round. The other players shut their eyes while the leader hides a small Dodo card (orange) beneath one of the large house cards.

The players open their eyes and have to work out where Dodo is.

To do this, they each take turns to ask the leader a question, for example, 'Is Dodo in a house with a sun?'.

The leader answers 'yes' or 'no'. If the leader answers 'yes', the player turns over all the house cards without a sun. If the leader answers 'no' the player turns over all the house cards with a sun.

Now it is the next player's turn to ask the leader a question (For example, 'Is Dodo in a house with a fire in the hearth?' or 'Is Dodo in the house with a cat?' etc.).

The number of house cards that are face up decreases as the game progresses.

A player who has guessed Dodo's hiding place must await his or her turn to announce this to the leader. If the guess is incorrect, he or she immediately loses the round.

If the guess is correct, he or she wins a blue counter.

The round ends and a new one begins with a different leader.

A player must collect five blue counters to win the game.

Variations, depending on the age of players:

- For very young players: reduce the number of cards.
- For older players: do not turn over the cards as information is obtained. Instead, players rely on their memories.

Note: Only one Dodo card is needed to play. There are ten in total to ensure there are spares if any are lost or damaged.